Appl. No. 10/750,275
Amdt. dated April 24, 2006
Reply to Office action of January 24, 2006

Docket No. 10407-989

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   (currently amended) A gaming method comprising:~~, but not necessarily in the order shown:~~

(~~A~~)   allowing a player to add value to a gaming device <u>via a voucher</u>;

(~~B~~)   determining the number of full and partial credits represented by the value added by the player by dividing the value added by the player by a <u>selected</u> credit value;

(~~C~~)   allowing the player to play <u>a game on</u> the gaming device for partial credits and full credits.

2.   (canceled)

3.   (original) The gaming method of claim 1, wherein the game is adapted to award at least one prize having a value, further comprising correlating the value of the prize to a wager including partial credits.

4.   (original) The gaming method of claim 1, further comprising, if the value added by the player is less than the credit value, prompting the player to add additional value.

5.   (original) The gaming method of claim 1, further comprising, if the value added by the player is less than the credit value, prompting the player to change the credit value.

6.   (original) The gaming method of claim 1, further comprising, if the value added by the player is less than the credit value, changing the credit value to a lower credit value.

7.   (original) The gaming method of claim 1, further comprising storing at least the partial credit value.

8.   (original) The gaming method of claim 1, wherein the full credits and partial credits may be wagered by the player at any time.

9.   (original) The gaming method of claim 1, further comprising displaying the full and partial credits to the player.

10.   (original) The gaming method of claim 9, wherein the partial credits are expressed as decimals.

11.   (original) The gaming method of claim 9, wherein the partial credits are expressed as fractions.

12.   (original) The gaming method of claim 1, further comprising allowing the player to determine a first credit value.

13.   (original) The gaming method of the claim 12, further comprising allowing the player to determine a second credit value.

14.   (currently amended) The gaming method of claim 12, wherein the player may define the credit value as a value other than the standard denominations in which ~~the~~ currency is issued or an integral multiple thereof.

15.   (original) The gaming method of claim 12, further comprising allowing a game operator to determine a maximum credit value.

16.   (original) The gaming method of claim 12, further comprising allowing a game operator to determine a minimum credit value.

17.   (original) The gaming method of claim 12, further comprising setting an increment rate by which the player can increase or decrease the credit value.

18.   (previously presented) The gaming method of claim 1, wherein the value added by the player is in a first currency and the full and partial credits represent a second currency.

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19.   (previously presented) The gaming method of claim 1, wherein the value added by the player is in a currency and the partial credits have a value other than the standard denominations in which the currency is issued or an integral multiple thereof.

20.   (currently amended) A gaming method comprising:~~, but not necessarily in the order shown:~~

  ~~(A)~~   allowing a player to add value to a gaming device <u>via a voucher</u>;

  ~~(B)   allowing the player to define the value of a credit, the player being able to define the credit value as a value other than the standard denominations in which the currency is issued;~~

    <u>receiving player input defining a credit value, wherein the credit value is a value other than the standard denominations in which currency is issued;</u>

  ~~(C)~~   determining the number of <u>full and partial credits based upon the value of the voucher and the selected credit value; and</u> ~~representing by the value added by the player;~~

  ~~(D)~~   allowing the player to make a wager and play the gaming device.

21.   (canceled)

22.   (canceled)

23.   (original) The gaming method of claim 20, further comprising setting a maximum credit value.

24.   (original) The gaming method of claim 20, further comprising setting a minimum credit value.

25.   (original) The gaming method of claim 20, further comprising setting an increment value by which the player may define the credit value.

26.   (original) The gaming method of claim 20, further comprising assigning a default credit value if the player does not define a credit value.

27.   (original) The gaming method of claim 20, further comprising, if the value added by the player is less than the credit value, prompting the player to add additional value.

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28.   (original) The gaming method of claim 20, further comprising, if the value added by the player is less than the credit value, prompting the player to change the credit value.

29.   (original) The gaming method of claim 20, wherein the game is adapted to award at least one prize having a value, further comprising correlating the value of the prize to a wager including partial credits.

30.   (original) The gaming method of claim 20, further comprising allowing the player to determine at least a second credit value.

31.   (previously presented) The gaming method of claim 20, further comprising allowing the player to place a wager comprises a partial credit.

32.   (canceled)

33.   (currently amended) A gaming device comprising:

        (A)   a game display adapted to present a game of chance to a player;

        (B)   a value acceptor configured to accept <u>a voucher having a value;</u> value from the player;

        (C)   a controller in communication with the value acceptor, <u>wherein</u> the controller is configured to determine a number of full credits and partial credits available for play by dividing the value <u>of the voucher</u> accepted from the player by a credit value <u>selected by the player, and wherein the controller is configured</u> and to allow the player to play a game with a wager that comprises a partial credit.

34.   (original) The gaming device of claim 33, further comprising a player input device configured to allow a player to define the credit value.

35.   (previously presented) The gaming device of claim 34, wherein the input device is configured to allow the player to define the credit value as a value other than the standard denominations in which currency is issued or an integral multiple thereof.

36.   (original) The gaming device of claim 34 wherein the controller is configured to allow a game operator set a maximum and minimum credit value.

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37.   (original) The gaming device of claim 36 wherein the controller is further configured to allow the game operator to set an increment value by which the credit value can be raised or lowered.

38.   (canceled)

39.   (previously presented) The gaming device of claim 33, further comprising a voucher printer.

40.   (original) The gaming device of claim 33, further comprising a credit display configured to display to the player the number of full and partial credits available for play.

41.   (currently amended) A gaming device comprising:

   (A)   a game display configured to present a player with a game of chance;

   (B)   a value acceptor configured to accept a voucher ~~value~~ from the player;

   (C)   an input device configured to allow a player to input a credit value of a wager, wherein the ~~in a currency, including~~ credit ~~values~~ value includes values other than the standard denominations in which ~~the~~ currency is issued or an integral multiple thereof; and

   (D)   a controller~~, the controller is~~ configured to store the credit value selected by the player.

42.   (canceled)

43.   (original) The gaming device of claim 41, wherein the controller is configured to allow an operator to set a maximum and minimum credit value.

44.   (previously presented) The gaming device of claim 43, wherein the controller is further configured to allow the operator set an increment value by which the player may increase or decrease the credit value.

45.   (previously presented) The gaming device of claim 41, wherein the controller is further configured to determine the number of full and partial credits available for play by dividing the value accepted from the player by the credit value.

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46.   (previously presented) The gaming device of claim 45, further comprising a display configured to display the number of full and partial credits available for play to the player.